Antioch 4th of July Softball Rules

- -- All games follow official NSA softball rules except changes listed below
- -- Teams must consist of 5 guys and 5 girls
- --Games will be played with 14 in mush ball and a tee ball bat---no mitts
- --Each team will designate 2 players as their designated homerun hitters. Only these 2 players may hit homers *over* the fence. All other players who hit homers *over* the fence will be outs. These players must be designated before each game and can be changed from game to game.
- --Girls must play Pitcher, 3b, 1b, short center and deep center fields(guys fill other positions)
- --Girls make take walks(not on a ploy, explained below), guys may not
- --Each team will get the use of 3 ploys: each may be used once per game. Teams must call out their ploy before the other team tries to call theirs. Umpire will decide who he heard first.
- --Offensive ploy-- Once the batter hits the ball the defense must touch the fence closest to them (no cheating towards the fence before the ball is hit!!!) before touching the ball. Meanwhile the batter and all players on base will run the bases until they score or stop. If the defense touches the ball before touching the fence it will automatically be a homerun.
- --Defensive ploy-- Once the batter hits the ball he must then spin on the bat 5 times before running to first base(the ump will count for you and yell go). While the batter is spinning the defense may run to the ball and get in a good position to get an out, **BUT** the defense may **not** touch the ball until the ump yells go. If the batter is a designated homerun hitter and hits a homerun then the ploy is lost and the homer is counted.
- --Eight Ball-- No matter what the score is, the team that calls eight ball may attempt to hit a homerun either inside the park or over the fence(must be designated homerun hitter) in an attempt to tie the game. So if the batter makes it around the bases while your team is throwing the ball around it will count as a homerun and the game will be tied. Batter does *not* have to advance to home on the play if they choose to stop at a base.